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Pattern-Based Texturing Revisited - Neyret, Cani (1999) (Correct) (4 citations)

as extensions of Perlin's and Worley's **procedural texture** synthesis techniques. As our results show, depicted in Figure 14. Note that computing **procedural textures** on triangular domains while ensuring www-imagis.imag.fr/~Fabrice.Neyret/publis/SIG99/patternTexture.ps.gz

<u>Live Paint: Painting with Procedural Multiscale Textures - Perlin, Velho (1995) (Correct) (7 citations)</u> successively greater magnification. Actively **procedural textures** constitute a powerful drawing tool that representation. We give several examples of **procedural textures** and show how to create different painting www.visgraf.impa.br/RefBib/Data/PS\_PDF/a95d/sig95lp.ps.gz

Modeling and Rendering of Metallic Patinas - Dorsey, Hanrahan (1996) (Correct) (5 citations) Related work exists in three areas: **procedural textures** and fractal surface growth models, and layered surface representations. **Procedural textures** [6] can be used to build up complex graphics.lcs.mit.edu/pubs/patina.ps.gz

Antialiased Parameterized Solid Texturing Simplified for.. - John Hart Nate (1999) (Correct) (1 citation) maps can be very tricky [Peachey, 1985] Procedural textures require much less memory than stored clever manipulation of the color maps of a procedural texture. While this popular, powerful and flexible hardware need not be limited to ju st texture. Procedural hardware bump mapping, displacement graphics.eecs.wsu.edu/apst/apst.pdf

### Gentropy: evolving2D textures - Brian (Correct)

system that evolves two-dimensional **procedural textures**. It synthesizes textures by Science Ltd. All ri hts reserved. Keyworsy **Procedural textures** Genetic programming Evolution 1. www.cosc.brocku.ca/~bross/research/Gentropy\_evolving\_2D\_textures.pdf

#### Perlin Noise Pixel Shaders - John Hart University (Correct)

lighting and texture models on demand. **Procedural textures** efficiently support high resolution, coordinates in the texture map with the **procedural texture** color. Finally, this color is reapplied to graphics.cs.uiuc.edu/~jch/papers/pixelnoise.pdf

The Solid Map: Methods for Generating a 2-D Texture Map.. - Nate Carr Washington (Correct) time. Compared to stored image textures, **procedural textures** provide a seemingly infinite amount of with more intricate detail. Conversely, many **procedural textures**, such as those based on the Perlin noise graphics.cs.uiuc.edu/~jch/papers/pst.pdf

Procedural Shape Synthesis on Subdivision Surfaces - Luiz Velho Ken (Correct)

is closely related to texture generation. **Procedural texture** generation is a powerful method for "seed" points. Perlin and Velho [13] apply **procedural textures** at different levels of a multiscale domain www.visgraf.impa.br/People/lvelho/spd/spd.pdf

#### Bresenham Noise - Masaki Kameya And (Correct)

{mkameya,hart}eecs.wsu.edu ABSTRACT **Procedural texture** mapping is a powerful technique, and use of and use of the Perlin noise function makes **procedural textures** appear so realistic and interesting. It is graphics.cs.uiuc.edu/~jch/papers/bresnoise.pdf

# Artificial Evolution of Implicit Surfaces - Edward Bedwell And (Correct)

a viable solution to this problem with his **procedural texture** generation system [SIM91]Genetic www.csee.umbc.edu/~ebedwe/evolution/sketch.pdf

#### Surface Aging by Impacts - Eric Paquette Pierre (2001) (Correct)

manually (e.g.painting) or selecting procedural texture [13] parameters is time-consuming and





www.iro.umontreal.ca/~paquete/Research/Papers/Paquette.2001/Paquette-2001 web.pdf

Bit Width Necessary for Solid Texturing Hardware - Masaki Kameya John (1999) (Correct) coordinate precision to the image for **procedural texture** mapping is presented. In our project, we of texture coordinate, we can implement **procedural texture** mapping with small number of gates. We www.cpsc.ucalgary.ca/~jungle/skigraph99/papers/kameya.pdf

Comprehensive Halftoning of 3D Scenes - Veryovka, Buchanan (Correct)

a dither matrix from an arbitrary image or a **procedural texture**. Texture direction and scale are adapted to shape by defining a dither matrix with the **procedural textures**. Previous research in halftoning [2, 15, www.cpsc.ucalgary.ca/~jungle/skigraph99/papers/veryovka.pdf

Compression-Based 3D Texture Mapping for Real-Time.. - Chandrajit Bajaj.. (Correct)
fly during the rendering computation. While **procedural texture** models provide a very compact
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<u>Visualizing Volume Data Using Physical Models - David Nadeau Michael (Correct)</u> return values that may vary over space. **Procedural texture** functions, for instance, use 3D noise, www.sdsc.edu/~nadeau/PhD/VisualizingVolumeDataUsingPhysicalModels.pdf

<u>Visualizing Stars and Emission Nebulae - Nadeau, Genetti, Napear.. (2000) (Correct)</u> return values that may vary over space. **Procedural texture** functions, for instance, use 3D noise, www.sdsc.edu/~nadeau/PhD/VisualizingStarsAndEmissionNebulas.pdf

Customising Graphics Applications: Techniques and.. - Henry Styles And (Correct) for the Teramac custom computer [2]procedural texture mapping for the TM-2 rapid prototyping mapping [11]and true bumpmapping [4]Procedural texture mapping [15]As the quality of texture www.doc.ic.ac.uk/~wl/papers/fccm00.ps.gz

<u>Bit width necessary for solid texturing hardware - Kameya, Hart (1999)</u> (Correct) texture precision to the image for **procedural texture** mapping is presented. In our project, we application. To overcome these di#culties, **procedural texture** mapping is employed and this tequnique is graphics.eecs.wsu.edu/apst/bitwidth.pdf

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